

AMENDMENTS TO THE SPECIFICATION

Please replace the paragraph at page 10, lines 3-22, with the following marked-up version of the paragraph:

--The drives and their associated computer storage media, discussed above and illustrated in Figure 1, provide storage of computer-readable instructions, data structures, program modules, and other data for the computer 110. In Figure 1, for example, hard disk drive 141 is illustrated as storing operating system 144, application programs 145, other program modules 146, and program data 147. Note that these components can either be the same as or different from operating system 134, application programs 135, other program modules 136, and program data 137. Operating system 144, application programs 145, other program modules 146, and program data 147 are given different numbers herein to illustrate that, at a minimum, they are different copies. A user may enter commands and information into the computer [[20]] 110 through input devices such as a keyboard 162 and pointing device 161, commonly referred to as a mouse, trackball or touch pad. Other input devices (not shown) may include a microphone, joystick, game pad, satellite dish, scanner, a touch-sensitive screen of a handheld PC or other writing tablet, or the like. These and other input devices are often connected to the processing unit 120 through--

Please replace the paragraph at page 11, lines 1-9, with the following marked-up version of the paragraph:

--a user input interface 160 that is coupled to the system bus, but may be connected by other interface and bus structures, such as a parallel port, game port or a universal serial bus (USB). A monitor 191 or other type of display device is also connected to the system bus 121 via an interface, such as a video interface 190. In addition to the monitor, computers may also include other peripheral output devices such as speakers 197 and printer 196, which may be connected through an output peripheral interface [[190]] 195.--

Please replace the paragraph at page 16, lines 3-20, with the following marked-up version of the paragraph:

-- FIG. 3 is a block diagram representing a system for utilizing the extracted information of FIG. 2 at debug time in accordance with various aspects of the invention. A debugger [[415]] 315 is instructed to debug a binary 325. The debugger 315 locates the symbol/debug data 305 associated with the binary 325. The symbol/debug data 305 may be contained in a PDB, for example. The debugger 315 calls the source server 335 which scans through the symbol/debug data 305 to obtain key values 310. The source server 335 then uses the key values 310 to request source code files from the version control server 320 and places copies of the source code files in a directory where the debugger 315 expects to find them. The debugger 315 then accesses the copies of the source code 330 and is able to correlate source code lines with binary instructions in the binary 325. Debugging may then proceed as usual with full source code support until another binary is selected at which time source code for the other binary may be found in the manner described above.--